

BATTLES WITH MINIATURES™

august 2000 issue

£1.00



VOID™

Official Hobby Supplement

i-KORE

BATTLES WITH MINIATURES™

Hello again from Scotland. Well its Prime time! The armies of the Syntha are about to get some welcome additions to their legions. Checkout the Teratosynth opposite!

Pi and Doctor Omega head this cybernetic line up along with some tasty Tactical Androsynths and an Assault Androsynth Sergeant. Doctor Digby has some tips to help you paint these soldiers from Prime. Seth, our UK telesales dude, has produced a fantastic squad of "battle worn" Syntha Legionaries. See the opposite page on how he did them.

Next issue will feature VASA Black Legionaries along with new troop types and characters and oodles of background and new artwork.

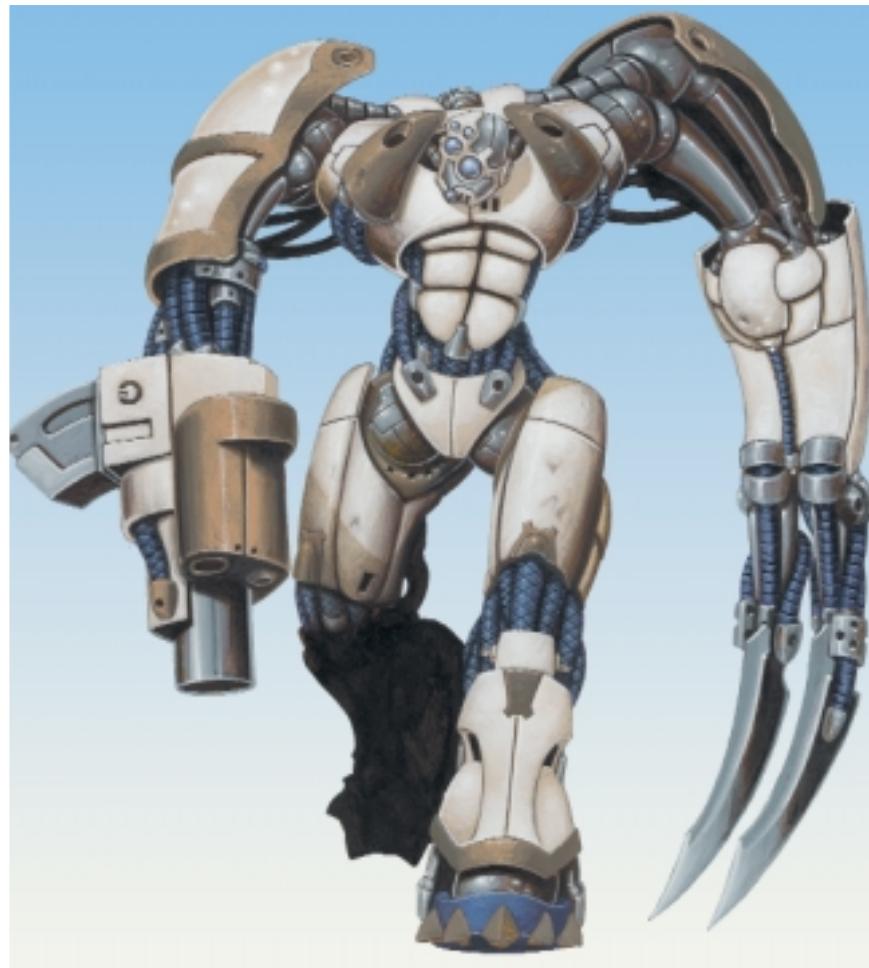
As always we are looking for submissions of your work so please send them to the address on the back of the magazine or e-mail them to submissions@i-kore.com.

See ya!

JR



New Syntha "Teratosynth"



What is Void

You have all seen the great science fiction films that are around where hero's battle against corrupt mega-corporations, aliens and evil empires and the robots of the future threaten the very existence of mankind.

Void is a tabletop game, played with miniatures, that allows you to recreate conflicts similar to those that you have seen in your favorite science fiction films.

In the Void universe there are heroes and villains, aliens and robots. i-Kore produces a large range of miniatures from the Void world for you to collect and paint. The idea is that you collect these miniatures to play the game. The Void game is easily understandable and allows you to play fast fun games with your friends in a couple of hours.

Not only will you have a great time playing the game but you'll have endless hours of enjoyment deciding what figures to buy, what forces to build and how you will paint them. Battles with Miniatures will be on hand to give you monthly tips on all aspects of this fascinating hobby.

Go on build a force and fight on the battlefields of Void.

Happy gaming.



Seth's Syntha

When I began collecting the Syntha there weren't any Androsynths available, so I thought that I would begin with my basic troops, the Convict Legionaries.

I decided that my convicts would have that rough 'neglected' look, I mean, they're convicts. Why should the Prime A.I. spend valuable resources on standards, let alone criminal standards? These unfortunates must be about as low as can be achieved within Syntha society.

After cleaning and sticking the backpacks onto the figures I gave them a black undercoat. I did this because the majority of the figures' paint scheme was going to be very dark. After undercoating I began with a drybrush of Leviathan Grey across almost the entire miniature. Then it was a quick line highlight with a 50/50 mix of Pale Flesh and Leviathan Grey before washing the grey with flesh wash ... 'Why Flesh Wash?' I hear you cry.... well, in order to get the really dirt encrusted look that I wanted it worked brilliantly.

Next up were the white bits, which I started with a basecoat of Pale Flesh, highlighted with Prime White. After that I painted in the chips in the armour. This is done by first painting the chip in Obsidian Black, which on a white colour scheme left them looking like dairy cows, then paint the chip again with Synthan Silver leaving a thin line of black around the outside. A quick coat of Armour Wash across the entire white area finished the dirty look I wanted for the armour plates.

The rusting on the miniatures was actually very easy to achieve. To begin I took Nova Orange and Flesh Wash and mixed them about 50/50, diluting the mix with a little water to get the thin consistency that I wanted. Liberal amounts of this were applied across anywhere that I thought might rust. This was then highlighted with Nova Orange.

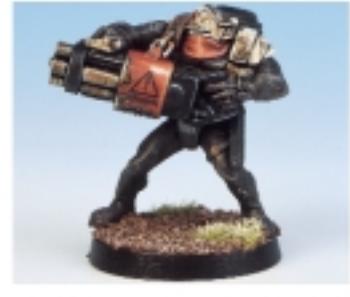
The same technique as was used for the white bits was used on the shields, with the addition of the odd bullet hole or gash across the shield. Once dry these were glued onto the figure using i-Kore Super glue.

Finally the models were based with gravel, which I painted Leather Brown with a drybrush of Pale Flesh, then applied static grass here and there.

The Enforcer was slightly converted by drilling through his clenched fist and adding a length of brass wire to represent a walking cane. He was then given a convict backpack

So what's next? Well, I have to have a serious amount of Tactical Androsynths in my army since I learned just how much fun terrorizing your enemy with Plasma Cannons can be. And I have also been sculpting a Syntha enforcer for my army, which is going to need painting pretty soon, so I guess that I'm going to be busy for some time yet.

Finally remember one thing, no man with a good SPOMM needs to be justified. SETH.



Legionary Chain Gunner



Enforcer



Legionary Flame Thrower



Legionary



MASSACRE AT ANTARRA PRIME

A hush fell in the Marines ranks as the statuesque Pi strode through their slack jawed midst. Her face was grave as she stopped next to Xander Omega, impassive in his powered suit of battle armour.

'There is no mistake. They have been here.' Her voice was a surprise – soft, gentle, almost innocent – in total conflict with the famous gun toting prosthene's fierce reputation. Dr Omega's voice, on the other hand, was harsh and grating, booming as it was through his armour's external speakers.

'HOW MANY?'

'It's hard to say – thirty, more? There is evidence of several larger creatures, and a number of colonists have been reported missing.'

'WE MUST RETURN TO HOME BASE. WE MUST WARN PRIME OF THE KORALON MENACE.'

As word spread through the Syntha patrol, the hushed whispers of the troopers rose in volume until throughout the camp could be heard the worried shouts.

'...slugs...slugs...slugs...SLUGS!!!!'

The Massacre at Antarra Prime

The Antarran system is isolated and remote, far out on the fringes of pan-humanic space – making it ideal for a secret Syntha research post. Unfortunately for the loyal servants of Prime it is also now beyond the protective Cocoon of VASA's Starfleets, and therefore susceptible to attacks from the Koralon.

Although the Syntha would dearly like to petition VASA for aid, doing so would announce the existence of the experimental research lab to their neighbours in the Tripartite Confederacy, which may be worse than the Koralon attacks...

A small scouting force of Koralon has recently landed on Antarra Prime, performing Recon missions into Syntha territories. They have accidentally strayed too close to a Syntha patrol, which must now escape to the research lab to warn the rest of the colony.

Ambush

The Syntha army sets up first on one side of the road, then the Koralon force is split in two on either side of the road at least 8" from any enemy models. The Koralon, as the ambushers, get the Initiative in the first turn automatically.

The Syntha army's objective is to for either Pi or Doctor Omega to leave the table via the opposite edge of the table, while the Koralon must stop them.

Syntha Army Choice

Seth Nash

Seth: I am building a Syntha army myself, so my own fledgling force was naturally the foundation for this army, supplemented by the Studio Army painted by Mark and David. I have a unit of 11 Convict Legionaries, including Sgt, Chain gunner, Flame Thrower and Grenadier, plus an Enforcer.

On top of that I took 1 unit of Assault Androsynths (2 each of Grape Guns and Cesti) and 1 unit of Tactical Androsynths (4 normal 'Synths, & 1 Plasma Cannon). Both units were given a Sergeant – that upgraded SPOMM is a must have!

I am a huge fan of the Convict Legionary models, so I took a second unit, with a Flame Thrower and a Grenadier, and another Enforcer to keep them in check.

Next up was a Marine unit (a must-have in all human armies!) supplemented by a Mortar and Chain gun team. Although these last may slow me down they provide a lot of firepower for very few points.

Finally I took two more units of Assault Androsynths (with a mix of weaponry but no Sergeants) along with the fantastic Dr Omega and Pi to lead my force bringing my total to 1297 points.

Koralon Army Choice

Mark McNaught & David Lynch

Mark: We had to construct our army in two parts, keeping the forces roughly even.

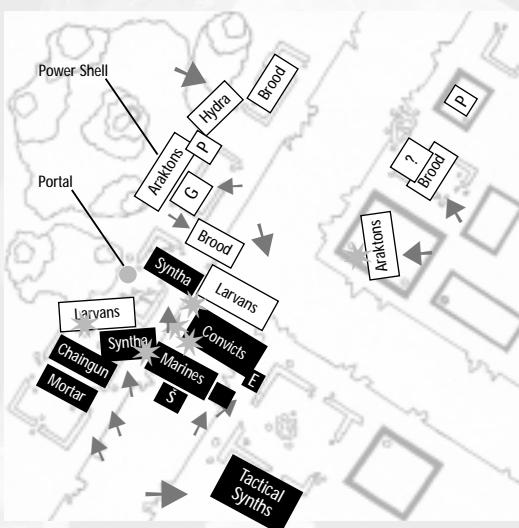
Both forces started off with a core of Brood, Larvans and Tactical Araktons along with a Phazon.

David: I took an even spread of Brood with Blades and Heavy Blades, and one each of the possible Larvan weapons to keep my force nice and versatile. I also took a Broodmaster to lead my part of the force.

Mark: I took the same as David, but with an extra Larvan with a Resonator, and two extra Brood with Heavy Blades to give me a bit more 'oomph' up close.

I also took a Hydra for two reasons: firstly it will draw a lot of fire away from my units, and will be very hard to kill, and secondly, if it manages to survive long enough to reach close combat, it will completely annihilate anything it attacks!

Finally I was able to take the awesome Grendel to lead my Tactical Araktons, taking the total for the whole army to 1290 points.

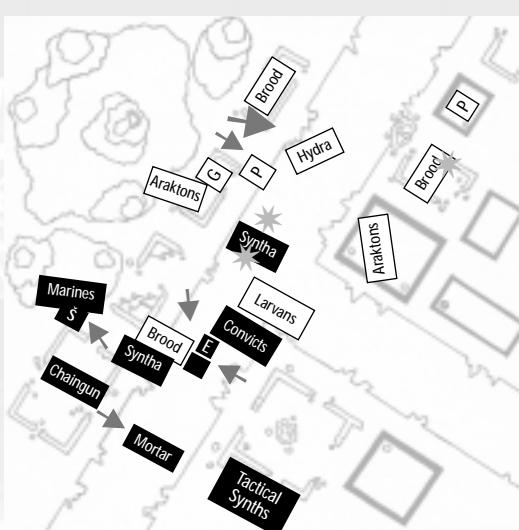
Turn 1**Turn 1**

Seizing the Initiative the Koralon struck at the Syntha, the larger unit of Larvans wiping out one unit of convicts with their Resonators then assaulting the second. A unit of Assault Androsynths joined the fray, while the Tactical Araktons failed to wound the second unit of Assault 'Synths.

The 'Synths' luck didn't hold, however, as Mark's unit of Brood with Heavy Blades charged in and killed three of them, only losing one in return. One Phazon opened a Portal behind the Syntha and the other formed a Power Shell over the Assault Araktons containing Grendel.

Dr Omega's eye was in as he shot dead one of the other Tactical Araktons, while the red Larvans moved through the Portal, before shooting at and Assaulting the third unit of Assault Androsynths, wiping them out.

Everyone else either rushed forward or failed to hit with ranged fire, except for the second brave Enforcer who fell back to protect Dr Omega from enemy fire.

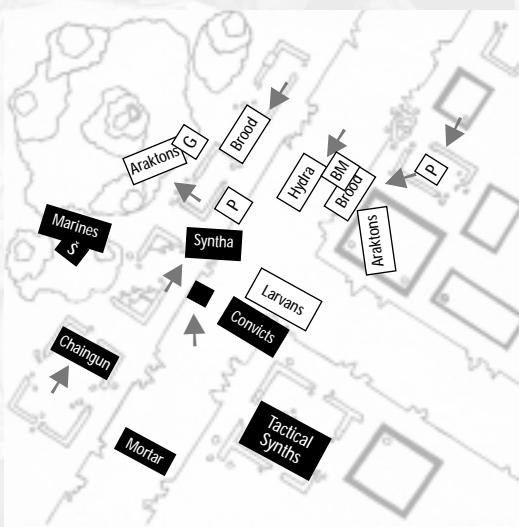
Turn 2**Turn 2**

Once again the Koralon seized the initiative, and the green Brood charged into combat with more Assault Androsynths. This time they were less effective as 2 Brood died and the remaining survivor failed his CD check and ran away.

The red Tactical Araktons shot and killed the Enforcer – he had protected Dr Omega well – while the Tactical Androsynths missed the red Araktons, but their Plasma Cannon deviated onto the Brood behind them killing 3.

The Mortar attempted to ignore the intervening troops and fire at the Hydra – but failed the CD check, while the melee on the road continued, with the convicts just passing their morale check, while the green Phazon emerged from cover and used its obliterate power to kill 3 Syntha.

The Tactical Araktons shot the Syntha Marines, killing one and ending the turn.

Turn 3**Turn 3**

The Syntha were first off the mark this time, and their Assault 'Synths assaulted the Phazon, but were unable to cause any damage. The Hydra retaliated, coming to the aid of its master and crushing one Assault Androsynth. The green Phazon continued his trail of destruction, obliterating one more 'Synth, and the Syntha leader Dr Omega, while the red Phazon opened up another Portal.

The green Tactical Araktons shot dead two more Marines, and the Assault Androsynths assaulted into the Hydra and scored a lucky hit, severing a limb before being killed in retaliation.

The main combat on the road was still hotly contested, although the convicts were dying in droves, (4 more this turn) and finally succumbed to panic.

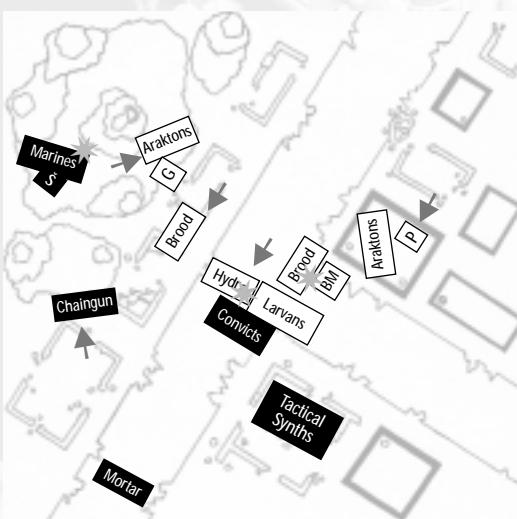
Turn 4

The Koralon won the Initiative this turn, and once again the Tactical Araktons failed to damage any 'Synths. The second unit, however, killed a Marine and they failed their Panic test. No real worry as Pi gave them a re-roll – which they promptly failed also! They used their move to rush full speed up the left flank to try and get Pi to the table edge and warn the researchers.

The Mortar was ineffective this turn, failing to hit anything, while the Hydra, angry now that it had been wounded, charged into the fray with what was left of the convicts and killed two more. The Larvans attacked the one remaining Convict who stood firm and neither died nor ran away.

The turn ended with the Koralon units closing in on the Syntha, who were desperately praying their plan would work.

Turn 4



Turn 5

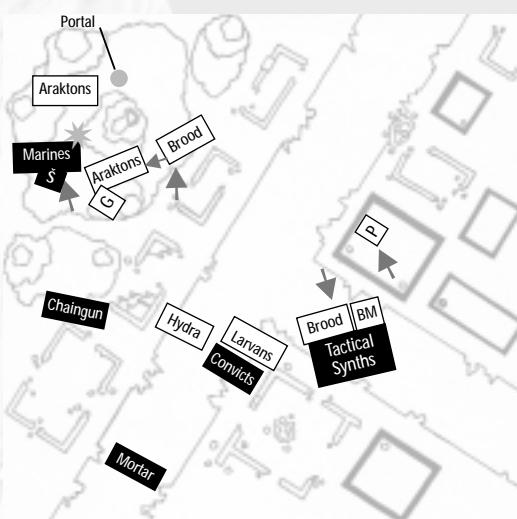
The Koralon, sensing that victory was within their scaly grasp, seized the Initiative yet again, and the Broodmaster killed 3 Tactical Androsynths with its Neutron staff before crushing another in close combat.

Pi and her bodyguard of Marines ran once again toward the table edge, while the mortar failed its CD check to ignore the Hydra and support Pi, and once again did nothing.

The rest of the Koralon continued to close on Pi, knowing that she must be stopped. The Phazon opened a portal behind her and the second unit of Tactical Araktons rushed through.

Finally the Hydra lurched toward the Mortar crew, who failed their terror check.

Turn 5



Turn 6

Pi and her remaining Marines rallied then ran once again, Pi now only 2" from the table edge and victory!

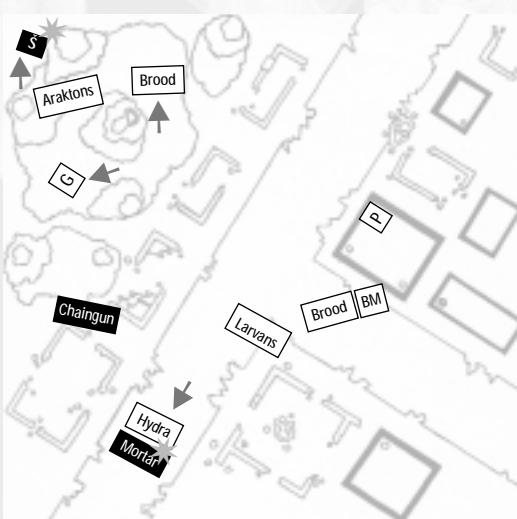
The Mortar finally scored a hit on the Hydra, but was unable to penetrate its scaly hide. The Chain Gun Team likewise couldn't harm it, and could only watch as it killed every single Mortar crewman.

Finally the Tactical Araktons shot at Pi and the Sergeant who was the only Marine left. The Sergeant fell to Splinter Rifle fire and Pi was wounded once, before the Spine Blaster finished her off ending the game and leaving the Koralon victorious.

Victory!

Mark: Wooooooooo-Hooooooooo!

Turn 6



Victory.

My plan worked pretty well – the Hydra attracted far more fire from the Syntha than was necessary – and still it didn't die!

I was amazed by the survivability of the Larvans. They only have one attack each, so if you are unlucky they could be quite ineffective, but David's Larvans stayed in combat for six turns without dying.

I realised that Portal can be really effective, but only if you are careful to open them far enough away that the enemy can't shut them down by moving within 1".

Finally remember your objective – I can't stress that enough! I almost let Pi run away as the blood lust took over because I wasn't paying enough attention to my mission.

The Lamentation of Seth

Seth: Well, this battle report was well named as the Massacre at Antarra Prime- only the Chain Gun Team left at the end!

Although I was virtually wiped out it was an all or nothing victory condition and I was very close to getting Pi off the table at the end.

A battle is never really a loss if you learned something and I learned a lot.

Firstly, Tactical Androsynths are really good but as with so many troop types they are only effective in larger numbers. As you can only field one Plasma Cannon per unit, I think I would rather have had two more units of Tactical Androsynths and only fielded one unit of Assault Androsynths.

Secondly, if only I had some Hunter Killer 2000's I think the game would have been very different. Sadly they won't be available for a month or two so there is no point dwelling on that!

Finally, the old adage 'know your enemy' is true – I had no idea how nasty Larvans with Resonators and Phazons with Portals could be, or how much punishment a Hydra could take. Next time, I will be better prepared.

RULES CLARIFICATIONS

Enforcers

While it might be tempting to have an Enforcer join a unit of Legionaries to give him a bit more protection and them a leadership boost, we recommend keeping your Enforcers just behind the Convicts.

If the Enforcer is in the unit and they become Panicked, he cannot use his special 'rally' ability, as it is performed instead of shooting, and he cannot shoot because he is panicked!

Lone Individuals

If an individual (Grendel, Enforcer etc.) is in a unit, which is wiped out around him, he is no longer a part of that unit, so does not need to make a Sole Survivor check.

Portal Problems

With hindsight, the description of the Portal power in the Void rulebook is a little vague. The way it was intended to read (and the way we play it here at the studio) is that you can move through the Portal only in the movement phase (i.e. you cannot assault through it).

Also, remember that if a squad is unable to get each and every member through the portal, they will be out of unit coherency, so will be unable to shoot or assault until they are all together again.

Syntha: The Technocrats of Prime

SYNTHA COLONIES

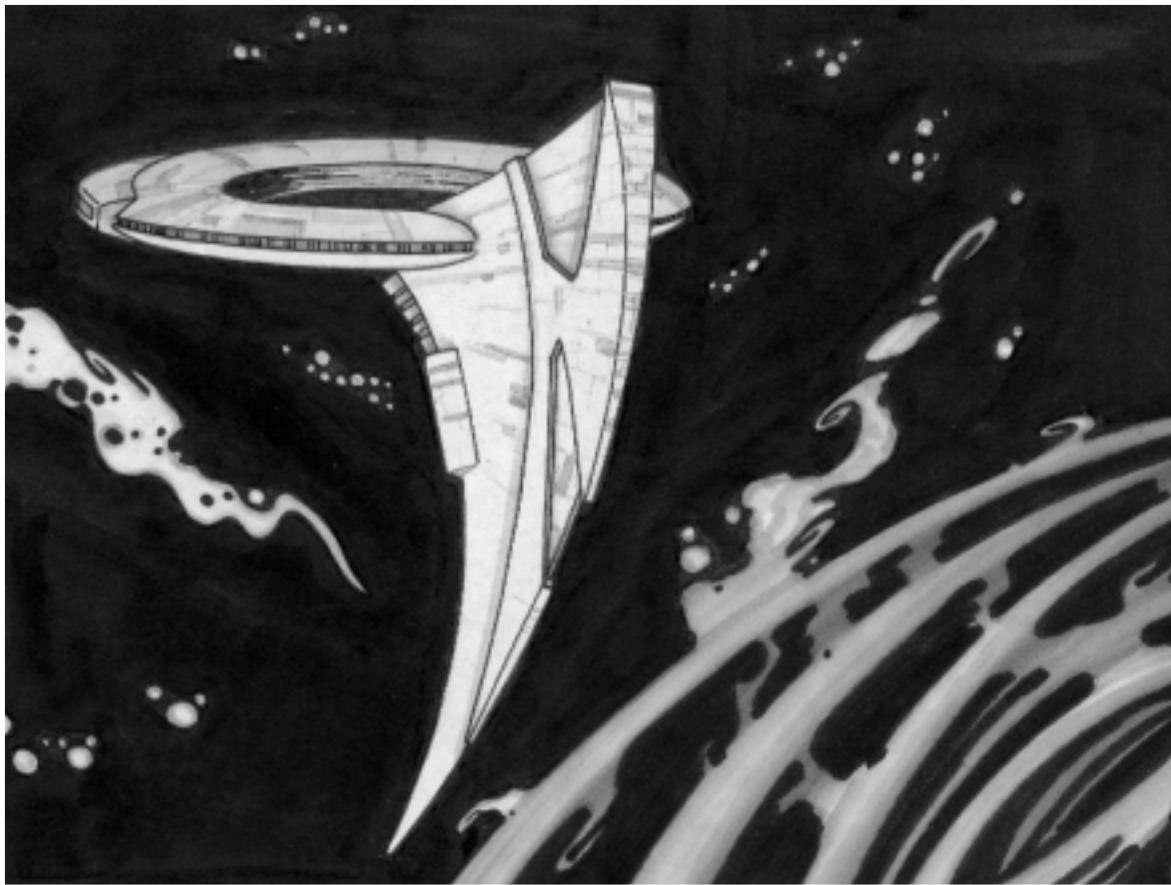
Typically Syntha colonies are places where you really wouldn't want to live. When Syntha send out their scout vessels looking for new worlds, they are not looking for balmy agricultural paradises, nor splendid scenery, nor even necessarily worlds that can support a decent manufacturing base. The Syntha are always attempting to further the technological foundations of the species, so their main concern is to locate and then exploit areas of space that are of unusual or special scientific interest. Mostly they look for worlds rich in rare or unique minerals with unusual properties, which usually means planets and asteroids totally incapable of supporting life. This is because the conditions that create such elements and alloys tends to involve exposure to extremes of gravity, temperature and radiation. The Syntha also purpose build more large structures in space than any other power, for example they have numerous autonomous research stations deep in the hearts of unusual gas nebulae.

This method of settlement is a high-risk strategy for the Syntha though, since the majority of these colonies won't make significant advances in the way of applied science for new technology markets, but at least they enrich everyone's understanding of the cosmos. However those colonies that do yield technological breakthroughs, Prime itself being the case in point where the discovery of a new mineral led to unprecedented breakthroughs in artificial intelligence, more than make up for the resources spent on the rest.

The other advantage the Syntha has when it comes to colonising such inimical worlds is their SPOMMs. Most Syntha colonies only require a minimum of actual human staff to function, or in cases where the business of the colony is a purely routine affair no humans are needed at all. AIs can tolerate far worse environmental conditions than humans can, so for example an ore refining factory on the surface of a world with a toxic atmosphere can be run entirely by a SPOMM network. SPOMMs can do all sorts of useful things provided the tasks aren't too intuitive and there aren't too many variables. SPOMM networking capability also means that different types of AI machine can pool their resources to handle more complex situations in areas that humans cannot work. For example one type of AI can carry out initial surveys on an area to see if it is suitable to build upon, then the data from that SPOMM can be fed to other SPOMMs so that they can build a biosphere (an artificial life-supporting environment) on it – and the humans can move in. Other space-faring humans don't have the luxury of all of this intelligent machinery to get the grunt work done for them, so where hazardous conditions prevail people in shielded environment suits or vehicles with remote operated tools must do the job. This gives Syntha the edge on colonising these sorts of hostile environments, because their colony builders never complain, never tire, and break down much less often than fragile and unreliable humans do.

In general the Syntha rely a great deal on the miracle of SPOMMs, but humans aren't quite obsolete yet in their society. SPOMMs can't parallel process like human brains, nor do they constantly rewire themselves based on life experiences as human brains do. They're a lot faster than human brains at doing calculations and making sense of the information presented to them, but they don't prioritise the information properly, and often seem slow or excessively considered compared to humans. This relationship with their machines is one of the things that make Syntha on the whole rather cold and calculating. They have a culture in which passions and sensitivities aren't so much repressed as they are weakened and stunted by the lack of toil and competition, and the great amount of time spent in abstract reflection. This makes Syntha rather suspicious of other societies, whom they regard as being uncouth and frighteningly unpredictable.

Syntha evolution seems to be a case of parallel lines viewed in perspective, stretching into the future. The appearance is of humans on the one track becoming more and more like machines, and machines becoming more like humans on the other. But predictions, in as much as predictions can be trusted, suggest that the lines will never really cross. Nonetheless, the experiments continue as the Technocrats of Prime pursue their goal of the perfect biomechanoid master race.



SYNTHA SPACECRAFT

Syntha spacecraft have an instantly recognisable design aesthetic, which marries soft, sweeping curves with sharp, scything points. The large, curved keel-like structure towards the front of Syntha ships is where the crew quarters, life support systems, primary weapons arrays and such like are located. The main disc-like hull section behind this contains all the major power systems such as shield generators, plasma and grav-drives, as well as any cargo bays and salvaging equipment the vessel might support.

In common with their colonies, Syntha ships tend to be low on manpower, with most maintenance and service tasks being carried out by AIs and androsynths. The majority of routine space flights can actually be done entirely by AI, with a SPOMM plotting the course, flying the vessel there,

dispatching humans (or if the task is relatively simple other SPOMMs) to carry out the mission, then returning under its own steam. However, prostheses are needed for the task when more unpredictable variables affect the piloting of the vessel, for example when a combat interceptor gets involved in a dogfight.

Syntha also make intelligent probe drones, equipped with a low grade SPOMM and a variety of analytical equipment. These vessels can be mass-produced quite cheaply and are fairly robust – good for entering and exiting normal atmospheres many times, and capable of withstanding quite intense radiation, temperature and pressure. Such devices have become an invaluable part of space exploration and the other powers buy these things by the million from the

Syntha. In short SPOMMs dispense with the need for humans to ever have to go near the surface of a potentially interesting planet. The probe drones can make a detailed analysis of surface conditions, composition of the planet, life forms, and many other factors, which will determine whether or not a world is suitable for colonisation. They can carry out a far greater and more detailed range of tasks than the deep space quantum relay probes, which are more about exploration than analysis, and if they get destroyed it doesn't matter. They're cheap to manufacture and constantly broadcast sub-ether transmissions regarding their status, so a fresh probe can be launched to take over as soon as a SPOMM probe on a sortie goes offline.

CITIES

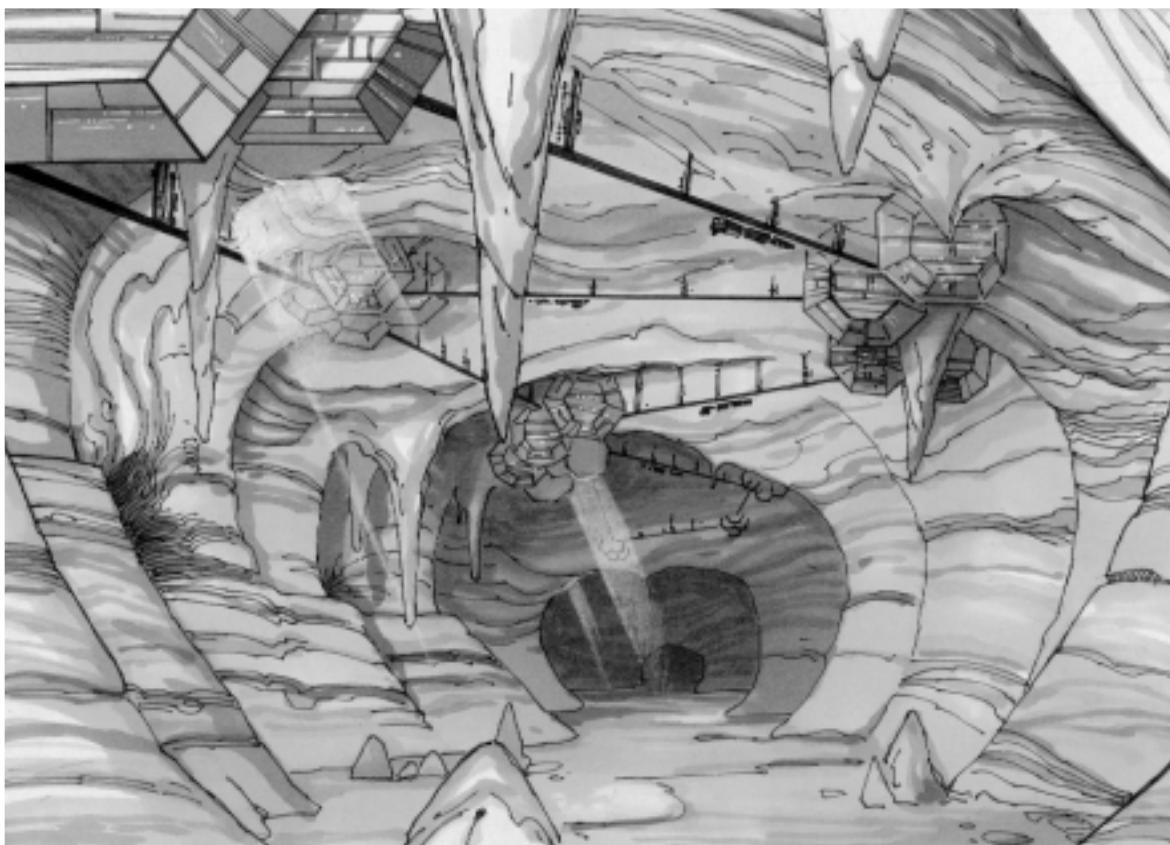
Because the Syntha have a predilection for colonising thoroughly inhospitable worlds, their cities and urban infrastructure are mostly located beneath the surface of the planets they settle on. Either exploiting natural caverns or bringing in heavy-duty rock boring equipment, the Syntha build their homes and businesses beneath titanium biospheres wherever they aren't exposed to dangerous or erosive surface conditions. These biospheres are pressurised geodesic domes, often several kilometres or more in diameter. Within them gravity and atmospheric conditions are regulated by prosthetic technicians, ably assisted by advanced SPOMM hardware. For the most part biotech feeds the populations of these colonies through a combination of hydroponics and GM foods, though some interplanetary trade is conducted with agricultural producers like the Viridians.

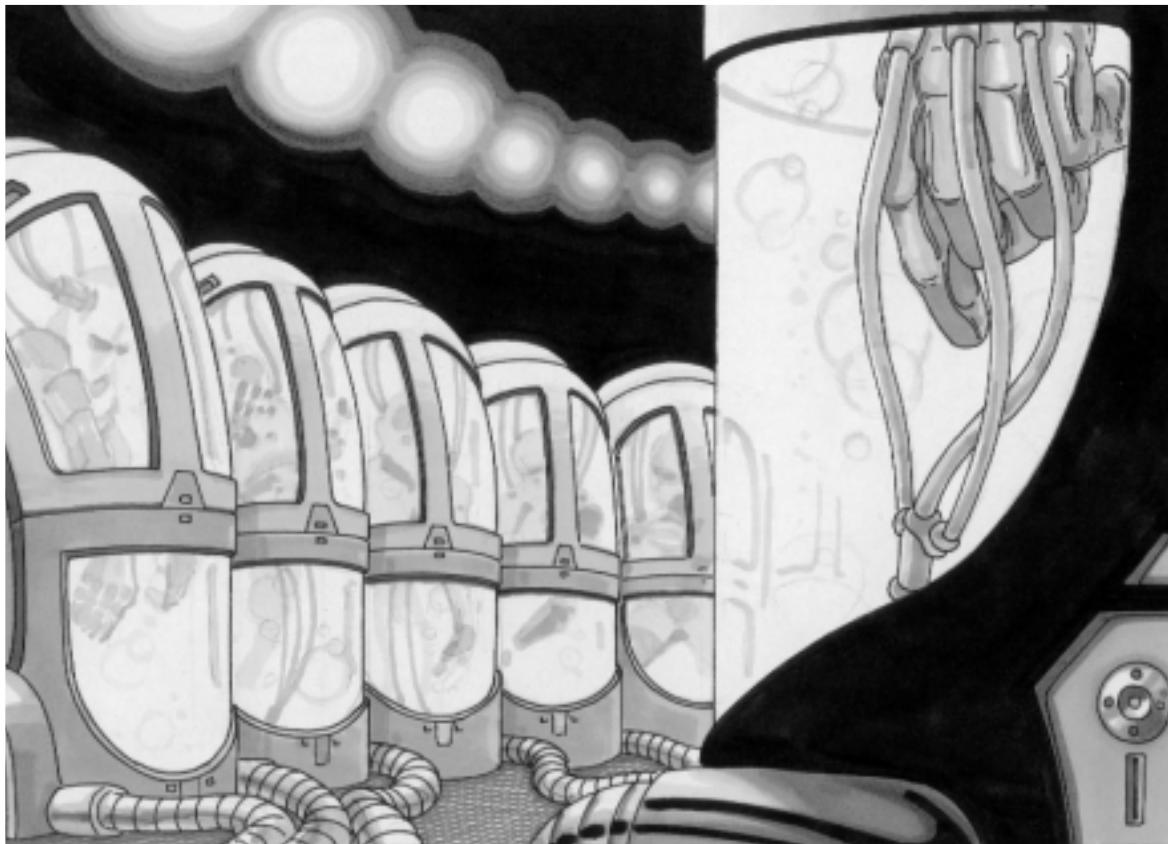
The cities themselves tend to be sprawling affairs often built on worlds with little or no gravity – thus allowing the biospheres and their transport links to cling to the walls and ceilings like shiny, metallic ivy. The Syntha who live in these places have to find artificial solutions to the problem of living their lives away from natural light – and diseases of the dark such as lupus have to be kept at bay with vitamin supplements and UV treatments. As a people the Syntha are characteristically pallid from living in these artificial environments, and those with naturally fair skin are ghostlike whilst those with naturally dark skin have an unhealthy greyish or greenish hue about them.

Transport between the various domes that make up a colony is usually done by maglev – a mass transit system of

trains and elevators that operate on a similar principle to the technology used to make gauss guns. Both elevators and trains run by levitating just above electromagnetic monorails that are capable of propelling them at hypersonic speeds. For reasons of safety though, they generally never go above MACH 3.

Maintenance on the domes and the maglev infrastructure is carried out by SPOMM service drones that are programmed with detailed blueprints and regularly updated procedural data on how everything should be running. They scurry about the subterranean realm like vast, ponderous spiders on their silvery webs, mending and patching the skin of the colony where it has become damaged or where external systems are malfunctioning.





CYBERTECHNOLOGY & GENETICS

The Syntha are of course renowned for advances in high tech industries, such as biotech and AI development that leave the other Tripartite powers standing. The key to their mastery of cybernetics is the planet Prime, with its rich seams of prime obsidian. The Syntha control the distribution of this unique resource, and hold regularly updated patents on SPOMM microcircuitry as a legal measure preventing reverse engineering of their products. This hasn't stopped non-Syntha striving to copy the technology, but the simple fact is no one makes better SPOMM than the Syntha. And they have a stranglehold on the supply of prime obsidian – ergo no one seriously tries to compete with them in this field.

The discovery that human neurones in a tissue bath would actually grow on prime obsidian circuitry, and make connections with it, lead to the dream of machinery and AI actually being interfaced directly with human central nervous systems. Soon the medical applications of the technology transformed into military and

commercial applications as the idea of better than human humans caught on. These new enhanced life forms dubbed 'prosthenes' began appearing everywhere as more and more people had the improvements done. Nowadays the line between a prosthene and a non-prosthene is somewhat arbitrary and blurred. Generally speaking most Syntha have one or two minor cybernetic improvements but this merely makes them 'standards'. To be a prosthene usually means that an individual has to be more machine than human.

Perhaps the most startling departure from humanity that the Syntha have made is to dispense with the horrible, messy business of pregnancy, birth and the raising of children. Instead designer embryos are gestated in sealed vats filled with nutrient solutions and accelerated growth hormones. It takes about two years for an egg to develop into an adult human in their vat, at which point they are 'born' into the arms of apron-coated technicians. During this gestation period the growing Syntha are all

plugged into a massive MUD run from an AI that is almost as big as Prime, the main Syntha administrator SPOMM. In this VR realm they interact with one another, while digital avatars of loaded data compression software strive to cram a lifetime's learning and experience into the subjects. When they finally emerge up to six months of post-natal trauma care is required for Syntha. This is to cope with the shock of the transition from VR to reality – eyes that have only known digital stimulation of the optic nerves are skewered by real light; the breeze from freon air-conditioning units is like a million bugs clawing their way out of every pore; every sensation is an assault. After the birth and barring accident, Syntha citizens can expect to live up to 150 years or more, thanks to gene therapies and designer organ transplants. Some Syntha don't make it and have to live in permanent VR, where they can still contribute to society. For those that do, the birthing is probably the closest thing this advanced society has to a primitive rite of passage trial.

RAID ON FACILITY 17/BT-RSC.

The VASA Intelligence Agency has classified the following broadcast as security/encryption clearance level Ultra. Video images of the broadcast may only be accessed from the Vacillus Military Intelligence Archive...

'This is Carla Hernandez reporting for Terra Incognito News Services. I'm here outside the controversial Syntha biotech research facility 17/bt-rsc on Tlaloc V.

'The trouble here started when Tlaloc's dictator, Generalissimo Alvarado made a deal with Prime, reputedly worth billions, to use this poor, mountainous planet's genetic resources in their biotech research. This includes taking tissue samples from the local population.

'Official complaints have been submitted to VASA by concerned human rights and ecological conservation activists, apparently detailing a number of crimes and interplanetary treaty violations perpetrated by the Syntha researchers. Amongst the most damning of these allegations is the claim that the Syntha are

developing DNA-locked nanotech weapons, illegal under the Treaty of Vacillus. VASA and the Prime administration have yet to comment.

'To further complicate matters, local freedom fighters called Balboistas have threatened to destroy this facility as part of their campaign against the government, and rumours abound of covert Viridian support for their cause.

As you see all is quiet here on this remote mountain complex, though from the number of Syntha marines and military androsynths patrolling in the background it's obvious that the threats are not taken lightly...'

THOOM!

'My God! That was an explosion on the other side of the complex. Syntha military forces are speeding over there now! Stay with Terra Incognito for the full exclusive on this incident...'

'...If you can hear me through all of this

commotion, this is Carla Hernandez and we are bringing you exclusive footage live from a full assault on the Syntha security forces at the 17/bt-rsc biotech research facility on Tlaloc V.'

'You can see now unquestionable proof that Viridian military units are involved in hostilities against the Syntha on Tlaloc V. Right now we are capturing images of Viridian Shock Marines breaking through the perimeter of the facility and clashing with Androsynths. The landscape in this area is so broken that defence is a nightmare, and there seems to be more Viridians dug in up on the hillside in heavy gauss gun emplacements, pouring fire down on the Syntha. There are almost certainly fatalities here! This is a terrible, dark day for interplanetary relations!'

'Wait, a Syntha Marine regiment is coming towards our position. Surely they don't intend to silence this perfectly legal broadcast, which will tell their side of the story. We'll just keep...'

TRANSMISSION ENDS.





New Syntha Troop Types

Assault Teratosynth

Teratosynths are hulking SPOMM droids about half as big again as a normal androsynth. Assault Teratosynths are built to deal effectively with enemy armour systems, their tesla claws and plasma projector support weapons being capable of shearing through most modern shielding. Although they lack the speed boosting features of their androsynth relatives, they are nevertheless fearsome close combat opponents with considerably better staying power.

Assault Teratosynth

AS	SH	ST	T	W	CD	SZ	MV
5	3	6	6	2	5	3	4

Structure

Squad

Minimum Unit Size: 3

Maximum Unit Size: 8

You may include a maximum of 1 Support model for every 3 other models.

Troop Type	Equipment	No. per Unit	Cost
Teratosynth	Tesla Claw	3-8	32
Plasma Projector	Plasma Projector		
	Heavy Grape Gun	0-2	50(s)
Sergeant	Tesla Claw		
	Heavy Grape Gun	0-1	50

Special Rules

All: Grade I SPOMM, Fearless, Immune to Panic, Shock Trooper
Sergeant: Grade II SPOMM

Tactical Teratosynth

Tactical Teratosynths are bigger, tougher, nastier versions of the tactical androsynth. They carry pretty much the same SPOMM hardware as a tactical androsynth, but in an altogether more robust package. In battle they can be used to deploy bigger energy weapon and rocket system ordnance than smaller androsynths, allowing even the basic troopers to effectively engage heavier enemy units such as cavalry, heroes and light vehicles at range.

Tactical Teratosynth

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	6	2	5	3	4

Structure

Squad

Minimum Unit Size: 3

Maximum Unit Size: 8

You may include a maximum of 1 Support model for every 3 other models.

Troop Type	Equipment	No. per Unit	Cost
Teratosynth	Heavy Pulse Rifle	3-8	33
Mini-MLRS	Mini-MLRS	0-1	57(s)
Sergeant	Heavy Pulse Rifle	0-1	35

Special Rules

All: Grade II SPOMM, Fearless, Immune to Panic

Mini-MLRS: Tactical Awareness

Sergeant: Grade III SPOMM

Codename: Warmachine

Codename: Warmachine is a massively modified prosthene, probably the most profoundly cybernetically enhanced human currently in the Syntha army. Warmachine used to be an ace Korvus pilot with scores of confirmed kills to his name. A direct hit to the drive system of his vehicle during an assault on a rebel colony didn't leave much of him for the surgeons to work on though, and put an end to his Korvus piloting career. With his brain already spider-webbed by SPOMM piloting software, Syntha cybertechnicians managed to save Warmachine by integrating his remains with a modified Teratosynth chassis. In battle he is a terrible foe, spraying death left and right with his heavy grape guns.

Warmachine

AS	SH	ST	T	W	CD	SZ	MV
6	3	6	7	3	6	3	4

Structure

Individual

Minimum Unit Size: 1

Maximum Unit Size: 1

You may add Warmachine to a Unit of Teratosynths by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Warmachine	2 Heavy Grape Guns	1	81

Special Rules

Fearless, Immune to Panic, Tactical Awareness, Shock Trooper, Multiple Shots (x2)

Neura

Neura is a Syntha military wetwork specialist, which in plain speak means she is an assassin. She initially trained as an ordinary trooper in the Marine Corp and before long her prodigious shooting talent got her on a sharpshooter course where she excelled. Her commanding officers saw to it that she was fitted with SPOMM microcircuits to carry additional targeting software and archives on counter-surveillance techniques. Neura often receives solo missions from secret services to take out 'such and such' the diplomat or 'so and so' the warlord, but mostly supports the marines on the battlefield with her superb sniping capabilities.

Neura

AS	SH	ST	T	W	CD	SZ	MV
4	6	4	5	2	6	2	4

Structure

Individual

Minimum Unit Size: 1

Maximum Unit Size: 1

You may add Neura to a Unit of Syntha Marines by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Neura	Sniper Rifle	1	48

Special Rules

Sniper, Marksman, Camouflage

New Rules

Special Rule

Camouflage

Models with this special rule usually have a combination of training and cammo gear, some of which can be incredibly high tech and expensive mimetic light dispersal fibres used by serious covert ops troops. Models with this special rule are always considered to be out of LOS beyond medium range of troops wishing to fire on them, and always receive a +1 bonus to cover saves on account of how difficult they are to target. Only individuals can use this rule, or squads where all troops have the ability.

Syntha Marines

The troops in Syntha Marine Squads are often augmented with SPOMM microcircuits and bionics, or other high tech devices that make them more effective in battle. This can be anything from SPOMM-linked weapons that project crosshairs on the user's retina, to fully bionic boosted legs, with pelvic and spinal reinforcement allowing them to run like professional sprinters yet never tire. When you create a squad of Syntha Marines you may purchase one enhancement from the following table. The upgrade affects the whole unit and the cost must be paid for each model in the squad.

Upgrade	Effect	Cost per model
Weapon Implants	+1 AS	2
SPOMM-linked targeting system	+1 SH	3
Bone Plating	+1 T	3
Bionic Legs	+1 MV	6

Mimetic Light Dispersal Fibres

The Unit now has the 'Camouflage' special rule 8

New Weapons

Tesla Claw

Tesla Claws are heavy duty, anti-armour weapons employing advanced vibro-scythe technology. They can only be used in close combat and feature two or three extremely sharp blades attached to an electromagnetic flux generator. When the weapon powers up it creates an oscillating resonance field between the blades that can shatter solid objects – like holding a tuning fork held to a crystal decanter. Because of their size and power requirements, Tesla Claws can only be wielded by extremely heavy troops such as Teratosynths.

CC	Short	Medium	Long	Extreme
To Hit	Dam	To Hit	Dam	To Hit
0	ST +1 (x3)			

Type

1 handed, melee, armour piercing 4

Special Rules

None

Prometheus 6 Plasma Projector

The Prometheus 6 is an awesome short-range anti-armour system. Manufactured exclusively by SolTech for the Syntha armed forces, plasma projectors release a sustained burst of plasma which rapidly expands before cooling and dissipating. Much cruder than the plasma cannon, the plasma is controlled by an EM field, which expands with the payload before breaking down when the effective range is exceeded. Because of their size, power requirements and shielding needed to protect the user, these weapons are only suitable for mounting on vehicles or large droids such as Teratosynths.

CC	Short	Medium	Long	Extreme			
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-2	7	+1	7	+1	7	0	4

Type

1 handed*, directly placed template weapon, armour piercing 4

Special Rules

Use the small teardrop shaped template. The weapon does 7(x2) Dam.

*Because of the highly dangerous fuel, this weapon cannot be used in close assault

Heavy Grape Gun

Heavy grape guns are of course larger, more powerful version of the grape guns that attach to power armour and androsynth chassis. More power fires heavier rounds at greater velocity with these weapons; the overall effect being that they have better stopping power compared to the smaller version, but are much bulkier. This means that heavy grape guns, although still considered small arms for the purposes of defining their role in combat, can only be mounted on vehicles or very heavy troops.

CC	Short	Medium	Long	Extreme			
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-1 (x2)	6	0 (x3)	6	-1	5		

Type

1 handed

Special Rules

None

Heavy Pulse Rifle

Heavy pulse rifles are double-barrelled versions of the laser ordnance carried by tactical androsynths. The twin barrels are longer, creating a more accurate and intense beam, and the power pack needed to generate the pulse is correspondingly larger. These weapons are primarily anti-personnel, but they've been manufactured with heavier troops in mind and are capable of felling most things. The sheer size of these weapons makes them unsuitable for any but the heaviest of troops to use.

CC	Short	Medium	Long	Extreme			
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-2	7	+1	7	+1	7	0	4

Type

2 handed

Special Rules

None

Mini-MLRS

Mini-MLRSs are indirect fire, anti-personnel support systems. They launch a cluster of small, independently targeted 'fire-and-forget' homing missiles at the target, which come down in a roughly circular pattern that devastates a wide area with their high explosive warheads. The mini-MLRS is a miniaturised version of the Multiple Launch Rocket Systems deployed on some large vehicles and spacecraft. It is still much too bulky to be used by ordinary mortals, and is for the most part only ever seen on Teratosynth support droids that are big enough to deploy it.

CC	Short	Medium	Long	Extreme			
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
	-1	6	-2	6	-3	6	

Type

Mounted, indirect fire, ranged template weapon

Special Rules

Uses the large, circular template

VOID Errata

Oops! All you Synth masters out there will no doubt have noticed that Assault Androsynths can carry grape guns, yet have SH 0. SH should be 3 for all Assault Androsynths. The squad structure should also state that Assault Androsynths with grape guns are support models – see below.

Structure

You may include a maximum of 1 Assault Androsynth Support model for every 2 other models.

Some mischievous gremlins also managed to affect our points costing on the Androsynths, so we've recalculated them for you. The following list of points costs replaces the points costs listed in the Void Rulebook for Androsynths:

Troop Type	Equipment	No. per Unit	Cost
Assault Androsynth	Two Cesti	3-10	22
Assault Androsynth	Grape Gun		
Negatron Shield		0-3	28(s)
Assault Androsynth			
Sergeant	Two Cesti	0-1	24
Tactical Androsynth	Pulse Rifle	4-8	22
Plasma Gunner	Plasma Cannon	0-1	41
Tactical Androsynth			
Sergeant	Pulse Rifle	0-1	24

August New Releases



31301
Tactical
Androsynths



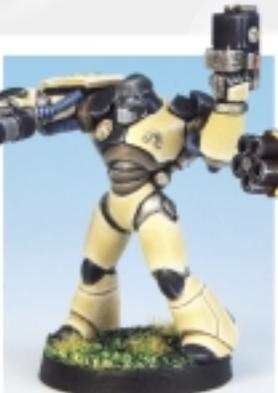
31507
Tactical
Araktons



31506
Hydra



11303 Assault Androsyth Sergeant

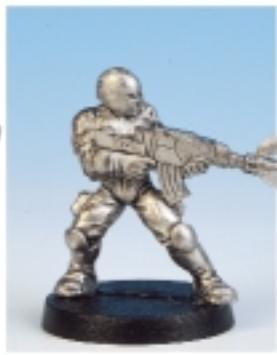
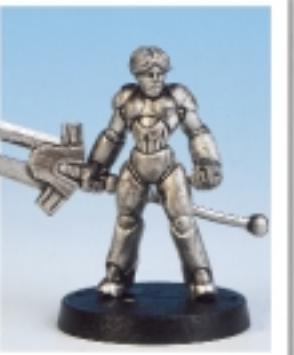
11305
Xiao 3.14 Pi11304
Doctor Omega11215
Exo-suit Sergeant

11401 Vehicle Crew.

Look out for the September releases below

11504
Assault Arakton11505
Harpicon

11506 Tactical Arakton Spine Blaster

11507
Grendel31401
Vasa Marines31401
Vasa Marines31402
Black Legionary31402 Black
Legionary Sergeant

Doctor Digby's Painting Tips

Tactical Androsynth Colour Scheme

Well we've just taken delivery of our first order of Androsynths isn't tech wonderful a walking teasmaid right you off to the kitchen for a milk and two.

Stage one

As I have already dealt with undercoating in the previous articles I won't be going over it again and assume undercoating has already been completed. First things first - Basecoating. Armour plates - base in Meridian Sand. If you are working from a black undercoat several coats will be needed DO NOT be tempted to whack on one thick coat as this will look streaky and blobby your undercoat is what you have to work from many thinned coats will work much better. Red details - base in Erg Red. Pale blue details - base in a Coraline Blue + Marine Blue mix. Yellow vent Details - Base in Nova Orange. Grey details - base in Leviathan Grey. Metal details - base in Gun Metal. Finally as the undercoat is black the black details will only need to be blocked if there are any gaps in the undercoat. So to begin with you need to mix a little Marine Blue with some Obsidian Black then use this off-black to subtly suggest the shapes of the black details by thinly picking out the raised areas.

Stage T...

Why are you still here? Where's my Tea? What do you mean the kitchen isn't in your SPOMM range! Look just get me a cup of tea OK. *!#?*\$? Technology.

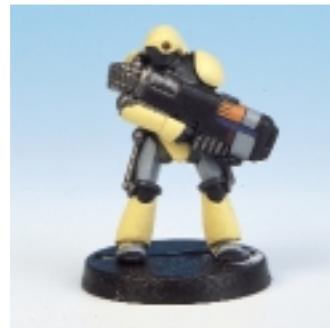
Sorry about that stage two-

Armour plate's - Fine edge in Mucous White making sure to pick out any light highlights on rounded surfaces. Red details - edge the underside of each detail in Nova Orange. Blue details - define the shape of each detail in Coraline Blue. Yellow vent details - using a thinned Koralon Yellow wash cover the details completely then highlight and define the vents with a straight Koralon yellow. Grey details - mix some Prime White with some Leviathan Grey and line highlight. Metal details - dry brush a coat of Synthan Silver over the top concentrating line highlights where the light would be likely to hit the metal. Finally on the black details pick out highlights by using a mix of the original Obsidian/Marine mix with some Prime White added.

Stage Th...CRASH!!...Thr...(HEY! What the !!)...Thre...(oww HEY! Oww Stop it!)...Three. Pardon the interruptions there seems to be a commotion next..(OK,OK take the damn mug! Metal head)...door.

Armour plate's final highlight in Prime White with point highlights on the rounded areas. Red details - A final line highlight in yellow on the underside with a point highlight in Prime White on the top. Blue details - Final point highlights in Prime White. Yellow vent details - a final highlight in a Koralon Yellow + Prime White mix a little metal wash was used to weather the finish. Grey details - a final point highlights in Prime White. Metal details - Wash all areas in Metal Wash paying close attention to any deep details. Black details - final point highlights in Prime White.

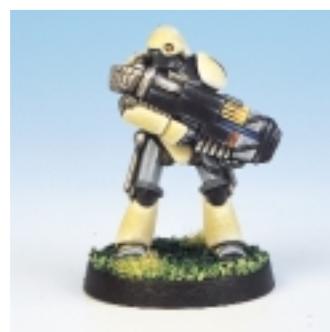
Well that's all for now. Ahhh finally a cup of...luke warm...half drunk...what's this? This isn't what I asked for! Where did you get...(DIGBY!!)...this. What have you done? Well if you'll excuse me for now I have to make myself scarce as my mechanical friend seems to have stolen Mr Robertson's morning cupa...(DIGBY!!)...bye!!!



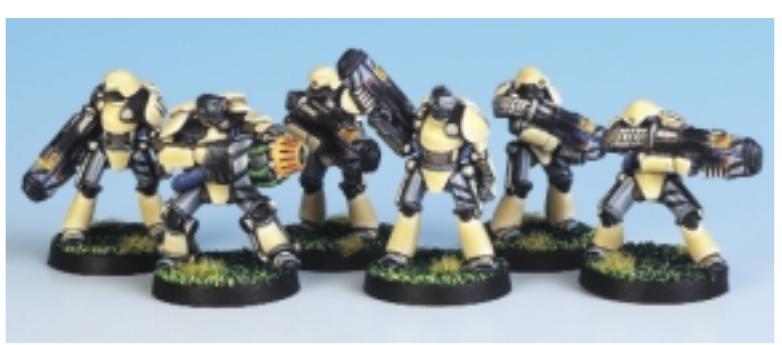
STAGE 1



STAGE 2



STAGE 3

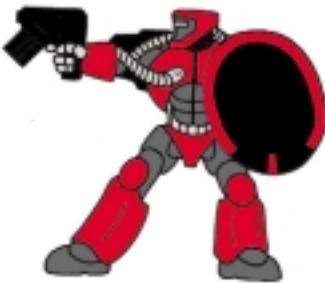


Tactical
Androsynth
Squad



Assault Androsynth
in similar scheme

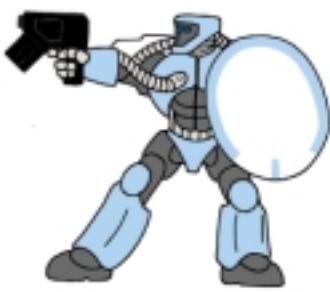
i-Kore paint range



Junkers Androsynth: Armour- Block with Nova Orange then paint over with Erg Red. Highlight by adding Nova Orange.



Junkers Androsynth: Endo-Skeleton- Block with Obsidian Black and dry brush with Synthan Silver.



Viridian Androsynth: Armour - Block with Marine Blue then highlight with Coraline Blue.



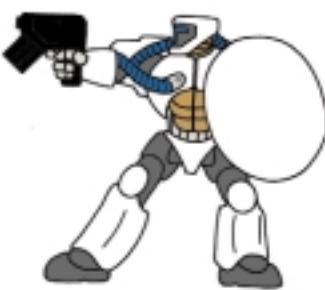
Viridian Androsynth: Armour- Block with Viridian Green then highlight by adding Bio Mass Green.



V.A.S.A Androsynth: Armour - Block with Obsidian Black then highlight by adding Leviathan Grey.



V.A.S.A Androsynth: Helmet - Block with Meduson Purple then highlight by adding Prime White.



Syntha Androsynth: Armour - Block with Coraline Blue then highlight with Prime White.



Syntha Androsynth: Tubes - Block with Marine Blue then Highlight by adding Coraline Blue.



1. Obsidian Black 2. Prime White 3. Marine Blue



4. Koralon Yellow 5. Viridian Green 6. Erg Red



7. Lucifer Bronze 8. Karas Gold 9. Gun Metal



10. Synthan Silver 11. Nova Orange 12. Metal Wash



13. Tanned Flesh 14. Leather Brown 15. Pale Flesh



16. Grul Brown 17. Mucous White 18. Flesh Wash



19. Leviathan Grey 25. Coraline Blue 21. Junkers Brown



22. Meduson Purple 23. Bio Mass Green 24. Meridian Sand